HALO GROUND COMMAND COMMUNITY UPDATE Ver. 1.7.1 - POST-ADEPTICON

UNSC UNIT STATS, COMMANDER, & BATTLE GROUPS

A REFERENCE SHEET BY THE PLAYER COMMUNITY, AUTHORED BY VINCENT GREGORY & VINCENT COLBORN

3D PRINTING SERVICES

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UNIT STATS

INFANTRY

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Riflemen - UNSC Army Infantry Unit	4	INF	1	80	6/9"	8/10	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	3	1	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	1	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Rocket Launchers (upg)	12/24"	ALL	1	6	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT UPGRADES	**Weapon Upgrade:** Up to 1 Element in the Unit may replace its existing weaponry to become Rocket Launchers for an additional +15 points to the Unit's Cost. **Army Corporal:** Up to 1 Element in the Unit may upgrade to be a Corporal for an additional +10 Points to the Unit's Cost. *Please see the Corporal Card for Stats.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Fire Support - UNSC Army Weapons Unit	4	INF	2	120	6/9"	8/9	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	3	1	2	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	1	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.
Heavy Machine Gun (upg)	10/20"	ALL	6	1	3	**Move or Fire:** Element gains a Cooldown Token when it moves. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Rocket Launchers (upg)	12/24"	ALL	1	6	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.
UNIT UPGRADES	**Weapon Upgrade:** 2 Elements in the Unit MUST replace their existing weaponry to become Weapons Team chosen from the following: • Rocket Launchers. • Heavy Machine Gun. **Army Corporal:** Up to 1 Element in the Unit may upgrade to be a Corporal for an additional +10 Points to the Unit's Cost. *Please see the Corporal Card for Stats.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Corporal - UNSC Army Riflemen Team Leader	UPG	INF	0	+10	6/9"	7/9	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	4	1	3	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	4	2	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
MODEL GUIDE	**Models:** x2 Riflemen models on a medium, two-man base. One model should stand out to represent the Corporal.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Marines - Combat-Assault Team	4	INF	2	150	6/9"	7/8	0	2	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
UNIT UPGRADES	**Marine Sergeant:** Up to 1 Element in the Unit may upgrade to be a Marine Sergeant for an additional +15 Points to the Unit's Cost. *Please see the Marine Sergeant card for stats.*
SPECIAL RULES	**Crash Training:** If a transport vehicle is destroyed while this unit is embarked inside, or an Air Support Flyer is destroyed before disembarking this Unit during a Combat Drop Mission, this unit suffers no damage and is deployed as though they disembarked from a transport, then gets an Activation Token.

MODEL GUIDE	**Models:** x2 models on a medium, two-man base. Models are to be Small Arms-armed Marines chosen from Giorgio Donato's CE Marines Group# or Marines Group#.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Marine Sergeant - UNSC Marines Assault-Team Leader	UPG	INF	0	+15	6/9"	7/8	0	2	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
SPECIAL RULES	**Combat Drop Assault:** Up to one Unit with a Marine Sergeant may activate immediately after Deploying via Combat Drop. **Crash Training:** *Please see Marines Unit Card for details.*

MODEL GUIDE	**Models:** x2 models on a medium, two-man base. One model shall be a Small Arms-armed Marine using the model guide above in the Marines Unit card. The second model shall represent the Marine Sergeant chosen from the following found in Giorgio Donato's collection: • The Officer model from 'CE Light Marines' (Assault Rifle, pointing, wearing cap). • 'Sgt. Johnson'. • 'Sgt. Johnson (Combat Evolved)'.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Recon Team – UNSC Army Sniper Team	4	INF	2	160	8/12"	6/8	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
DMR	16/24"	ALL	4	1	1	**Lock On:** Gain +1 Firepower Rating when firing at Long Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	1	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.
Sniper Rifle (upg)	15/30"	ALL	5	3	2	**Cooldown:** May only fire once per Game Turn. **Lock On:** Gain +1 Firepower Rating when firing at Long Range **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1. **Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.
WEAPON UPGRADES	2 Elements in the Unit MUST replace their existing weaponry to become a Sniper Weapons Team for no additional cost.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Hellbringers - Flame Marines	3	INF	2	120	6/9"	7/8	0	2	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
M7057 Flamethrower	12/-"	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Inferno (2):** "If every Element with an Inferno weapon targets the same Enemy Unit, that Unit must make a Suppression Test after resolving damage (Even if no damage is dealt). If the test is failed it must make an immediate Repulse Move away from the source of the attack. Add +2 to the Test if the target is within a Terrain feature."

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. The second result must be accepted. **Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
SPECIAL RULES	**Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.
MODEL GUIDE	**Models:** x2 Flame Marine models on a medium, two-man base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
ODST Air Assault Unit – Special Purpose Force	4	INF	3	210	6/9"	6/7	0	2	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	1	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Demolition Charges	6"/-	ALL	2	4	0	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted. **Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Officer Upgrade:** Up to 1 Element in the Unit may upgrade to be an ODST Air Assault Officer for an additional +20 Points to the Unit's Cost. Please see the ODST Air Assault Officer card for stats.
SPECIAL RULES	**Jump Packs:** This Unit may announce it is using its Jump Packs prior to any Movement Action. The Unit's movement increases from 6/9" to 12/15". When using Jump Packs, this Unit may ignore intervening terrain and other Units (friend or foe!). Elements electing to use their Jump Packs gain no more than Light Cover Bonuses for the remainder of the Game Turn and may not benefit from the Defensible Terrain Special Rule. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
ODST Air Assault Officer – Team Leader	UPG	INF	0	20	6/9"	5/7	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	5	1	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Demolition Charges	6"/-	ALL	2	5	0	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted. **Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**First In:** Prior to the roll for Initiative at the beginning of the first Game Turn, a deployed Unit with an ODST Officer may make a free, out-of-sequence Flat Out Move. Units that move in this manner take an Activated Marker before the Game Turn begins, but do NOT take a Cooldown Marker. **Jump Packs:** *Please see ODST Air Assault Unit card for details.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Helljumpers - Orbital Drop Shock Troopers	4	INF	3	210	6/9”	6/7	0	2	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	16/24”	ALL	4	1	2	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10”/-	ALL	4	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Sniper Rifle (upg)	15/30”	ALL	5	3	1	**Cooldown:** May only fire once per Game Turn. **Lock On:** Gain +1 Firepower Rating when firing at Long Range **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1 to a minimum of 6+. **Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.
Rocket Launchers (upg)	12/24”	ALL	1	6	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Death from Above:** The ODST Unit may upgrade to have the Orbital Insertion Loadout for an additional +30 Points. **Weapon Upgrade:** Up to 2 Elements in the Unit may replace their existing weaponry to become a Weapons Team chosen from the following: • Sniper Rifle for +10 Points to the Unit’s Cost. • Rocket Launchers for +10 Points to the Unit’s Cost. **Officer Upgrade:** Up to 1 Element in the Unit may upgrade to be an ODST Officer for an additional +20 Points to the Unit’s Cost. *Please see the ODST Officer card for stats.*
SPECIAL RULES	**Rapid Reaction Force:** An Activating Helljumper Unit deploying via Orbital Insertion may declare it is using its Rapid Reaction Force Special Rule prior to the controlling player deciding where they want the Unit to arrive. Any Elements in the Unit may replace a Weapons Team purchased during Force Building for another chosen from the Weapon Upgrade options (Ex. replace Rocket Launchers for Sniper Rifle, or Vice-versa) **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Helljumper Officer – ODST Team Leader	UPG	INF	0	20	6/9”	5/7	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	16/24”	ALL	5	1	3	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Frag Grenades	10”/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.

ARMOURED

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Mongoose - M274 Ultra Light ATV	1 - 3	ARM	1 EACH	50 EACH	12/18"	8/10	2	1	3 - 2

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Rocket Launcher	12/24"	F/R/L	2	5	3	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Mongoose may be deployed via a Combat Drop Air Support Mission.
SPECIAL RULES	**Diminutive:** This Vehicle is treated as an Infantry Element when determining Line of Sight only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Cyclops - Hrunting Mk III Exoskeleton	1 - 2	ARM	2 EACH	120 EACH	8/12"	9/10	2	6	7 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Auto Cannon	15"/-	ALL	3	6	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Sundering (INF/ARM):** a roll of a or are treated as successes when in melee against INF and ARM. **Aerial Insertion:** Up to 2 Cyclops may be deployed via a Combat Drop Air Support Mission. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Amplify Gauntlet Torque:** When making a Charge Move Action into Melee, Enemy Heroic Save values are reduced by -1, and if an Enemy Unit is Repulsed by a Charge Attack made with this Unit, the attacking player chooses which direction that Unit is Repulsed.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Warthog - M12 Force Application Vehicle	1 - 2	ARM	2 EACH	100 EACH	10/15"	7/8	3	3	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Chaingun	10/20"	ALL	8	3	6	**Suppression (+2):** Add 2 to all enemy Suppression Tests.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Warthogs may be deployed via a Combat Drop Air Support Mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Rocket Warthog - M12R Light Anti-Aircraft Vehicle	1 - 2	ARM	2 EACH	100 EACH	10/15"	8/9	3	3	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Rocket Launcher	12/24"	ALL	2	6	8	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Rocket Warthogs may be deployed via a Combat Drop Air Support Mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Gauss Warthog - M1261 Light Anti-Armour Vehicle	1 - 2	ARM	2 EACH	110 EACH	10/15"	8/9	3	3	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Gauss Cannon	12/24"	ALL	3	9	3	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Gauss Warthog may be deployed via a Combat Drop Air Support Mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Scorpion - M808 Main Battle Tank	1	ARM	5	270	8/12"	10/12	4	3	6 - 6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
High-Velocity Cannon	15/30"	ALL	4	18	2	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.
Heavy Machine Gun	10/20"	FRONT	6	1	3	**Suppression (+2):** Add 2 to all enemy Suppression Tests.

UNIT LOADOUTS	**Aerial Insertion:** Up to 1 Scorpion may be deployed via a Combat Drop Air Support Mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Sun Devil - M808B2 Air Defense System	1	ARM	5	270	8/12”	10/12	4	3	6 - 6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Auto-Cannons	15/30”	ALL	7	3	14	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
Heavy Machine Gun	10/20”	FRONT	6	1	3	**Suppression (+2):** Add 2 to all enemy Suppression Tests.
UNIT LOADOUTS	**Aerial Insertion:** Up to 1 Sun Devil may be deployed via a Combat Drop Air Support Mission. **Scour the Skies:** React on 7/9 against Flyers.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Mastodon - M650 Armored Personnel Carrier	1	ARM	3	150	8/12”	9/11	3	3	6 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Chaingun	10/20”	ALL	8	3	6	**Suppression (+2):** Add 2 to all enemy Suppression Tests.
UNIT LOADOUTS	**Transport (1):** This Unit may Embark up to 1 Infantry Unit. Up to 2 embarked Elements may add their weapons to Shooting Attacks made by this Unit					

FLYERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Hornet	1 - 2	FLY	2 EACH	100 EACH	12/18"	8/10	3	-	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Missile Pods & Rotary Cannons	10/20"	FRONT	3	7	6	

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit.
UNIT UPGRADES	**Weapon Upgrade:** Up to 2 Elements in this Unit may upgrade to have M41 Rocket Launchers for +20 Points each to the Unit's Cost.
SPECIAL RULES	**M41 Rocket Launchers:** For each Hornet that has been upgraded with Rocket Launchers, add +2 Halo Dice to its Ranged Attacks.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Falcon	1	FLY	3	180	10/15"	7/9	3	-	5 - 5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
M38 Auto-Cannon	10/20"	FRONT	12	8	12	**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Heavy Machine Gun	10/20"	L & R	6	1	3	**Suppression (+2):** Add 2 to all enemy Suppression Tests.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Pelican - D77-Troop Carrier	1	ASF	4	200	ASF	-	4	-	6 - 6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Auto Cannon	15"/-	FRONT	6	10	6	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.
Missile Launchers	15"/-	FRONT	10	6	6	**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements.

UNIT LOADOUTS	**Dust Off:** Leave the Table immediately after completing certain Air Support Missions. **High Value Asset (1-1-2):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Supply Drop (0VP):** This may be placed anywhere on the Flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token. May only fire one weapon during this mission. **Ground Attack (2VP):** This may be used to target enemy Units. **Combat Air Patrol (2VP):** This may be used to defend against enemy Air Support Missions. **Reinforcement (1 - 2VP):** This may be used to replenish any Friendly Unit on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. VP Cost: INF - 1VP, INF w/ Combat Specialists - 2VP, ARM - 2VP. The same Unit cannot be Reinforced more than once per game, and Character Infantry with more than one Element cannot be Reinforced. May only fire one weapon during this mission. **Combat Drop (0VP):** This may be used to deliver up to two units with total Build Rating Value 5 into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right. May only fire one weapon during this mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Longsword - C709 Strike Fighter	1	ASF	3	170	ASF	-	5	-	5 - 4 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Rapid Fire Coilguns	15"/-	FRONT	4	2	12	**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
Guided Missiles	15"/-	FRONT	4	12	2	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

UNIT LOADOUTS	**High Value Asset (1-1-1):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Ground Attack (1VP):** This may be used to target enemy Units. Cloaked Units may not be targeted. **Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support and Strike Missions.

CHARACTERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Officer - UNSC Army Command Unit	1	CHA INF	2	80	6/9"	6/8	0	2	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	4	2	3	**Suppression (+1):** Add 1 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	3	1	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Attachment (INF):** This Element may attach to Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Commanding Presence (12"):** Increase all friendly Reaction Fire Tests within 12" by 1. Reduce all friendly Suppression Tests within 12" by 1. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
SPECIAL RULES	**Communications Specialist:** Once per Game Turn, increase the result of a Reaction Fire Test by +2 when within the *Commanding Presence* Range.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Spartan - Special Warfare Asset	1	CHA INF	4	220	6/12"	5/6	0	6	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	10	7	6	**Suppression (+2):** Add 2 to all enemy Suppression Tests.
Frag Grenades	10"/-	ALL	6	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Rocket Launcher (upg)	12/24"	ALL	4	9	12	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
Spartan Laser (upg)	12/24"	ALL	5	15	5	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Attachment (ALL):** This Element may attach to Any Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Commanding Presence (6"):** Increase all friendly Reaction Fire Tests within 6" by 1. Reduce all friendly Suppression Tests within 6" by 1. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more. **Hijack:** May attempt to Hijack enemy Vehicles.
SPECIAL RULES	**Weapon Drops:** If a Spartan III makes contact with a Supply Drop or Placed Objective, they may elect to replace their current weapon for one of the following for no addition Cost: • Rocket Launcher • Spartan Laser

CHARACTERS (cont.)

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Spartan SPI Fireteam - Infiltration Unit	3	CHA INF	5 (4*)	300	6/12”	5/7	0	5	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/24”	ALL	6	3	4	**Lock On:** Gain +1 Firepower Rating when firing at Long Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Frag Grenades	10”/-	ALL	5	3	0	**Blast:** Ignore Terrain and the ‘Take Cover’ Unit Loadout when determining Firepower Rating and successes. **Cooldown:** May only fire once per Game Turn.
Demolition Charges	6”/-	ALL	2	6	0	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more. **Cloaking:** Elements in this unit cannot be the target of an Attack outside of Short Range. Units lose this loadout while claiming Objectives or occupying Garrison Terrain. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain.
UNIT UPGRADES	**Advanced Armor Components:** This Unit may gain ONE of the following upgrades for an additional Points to this Unit’s Cost: • RIFT-Class Gauntlets (30pts): Each Element in this Unit Gains the Deadly (1) Loadout. • Tactile Bracers (20pts): This Unit’s movement statistic is increased from 6/12” to 10/15” • Biofoam Injectors (40pts): Once per game, when this Unit is chosen to Activate, you may use this ability. Remove one Damage Token from an element in this Unit, OR if this Unit has no Damage Token on it, return one Destroyed element to this Unit from the Scrapyard with one Damage Track remaining.
SPECIAL RULES	**Combat Specialists:** The Unit may not have Characters attached unless otherwise stated. **Infiltrators:** Prior to the roll for Initiative at the beginning of the first Game Turn, this Unit may make a free, out-of-sequence Flat Out Move. Units that move in this manner take an Activated Marker before the Game Turn begins, but do NOT take a Cooldown Marker. **High Value Target (1)*:** This Unit is considered to have a Build Rating of one less than listed during the process of Force Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.

COMMANDER

FORCE COMMANDER

NAME	TYPE	ORDER DICE	
LIEUTENANT COLONEL	GENERIC	TOTAL ORDER DICE	3
FACTION	PTS	ORDER DICE SQUARES	3
UNSC	0	GENERAL ORDER DICE SQUARES	0

STANDARD ORDERS	**Mark Your Target:** Once this Order has been issued the UNSC player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made. **Take Cover:** Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 2. This Order must be issued prior to an enemy's Firing Action taking place. **Stay Sharp:** Once this Order has been issued the player may add 2 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made
UNIQUE ABILITY	**Not One Step Back!:** UNSC Commanders are highly trained, highly motivated and an inspiration to the men and women they command. Once per Game Turn, a UNSC Force Commander can select one UNSC Infantry Unit to remove an Activation Token. That Unit can then be selected to Activate or React later during the game turn. This Order must be issued during a UNSC Player's Unit Activation.

BATTLEGROUPS

BATTLEGROUP NAME	MECHANIZED INFANTRY	STANDARD ARMOURED
REQUIRED UNITS	Army Officer x1	Scorpion OR Sun Devil x1
	Army Riflemen x2*	Warthog x1*
	*The UNSC player may replace up to 1 Req'd Riflemen Unit chosen from the following for the associated points cost: • Marines • Fire Support	*Any Variant. Minimum 2 Elements required.
OPTIONAL INF UNITS	Max 6BR	Max 4BR
OPTIONAL CHARACTER UNITS	1	None Allowed
OPTIONAL ARM UNITS	Max 8BR	Max 8BR
OPTIONAL FLY UNITS	Max 6BR	Max 6BR
SPECIAL RULES	N/A	• The Requisite Tank acts as a Battle Group's Commander and gains +1 to its React stat, and the COMMANDING PRESENCE (8") Loudout for free.